Virtual Zoo Guide

Design Review

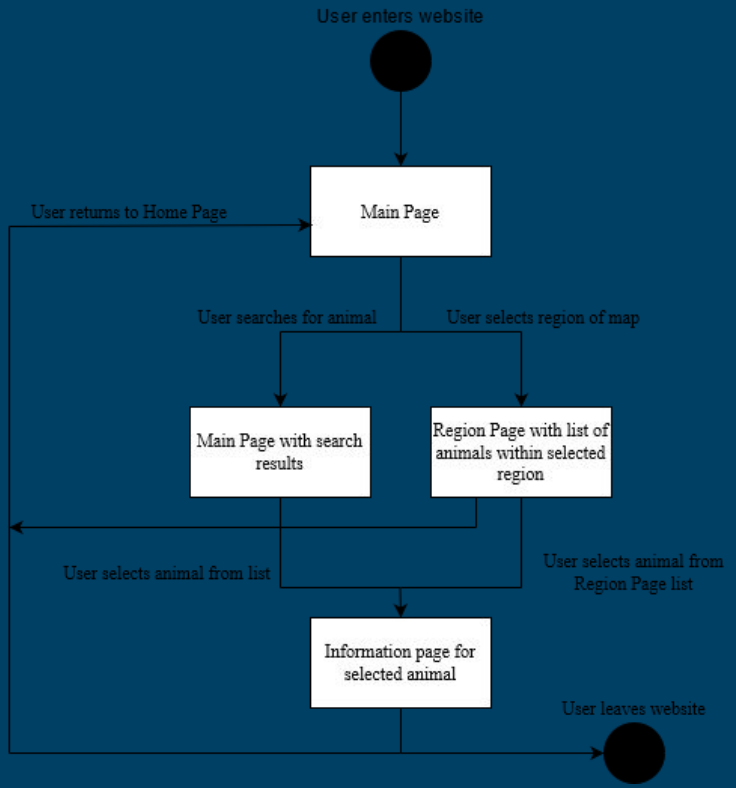
Introduction

This project aims to provide a user the ability to view facts about all of the animals that can be found at the Hattiesburg Zoo. While the zoo does have its own website, ours will differ in that it will offer more facts than what the zoo offers, as well as provide a more direct format for viewing the factual information.

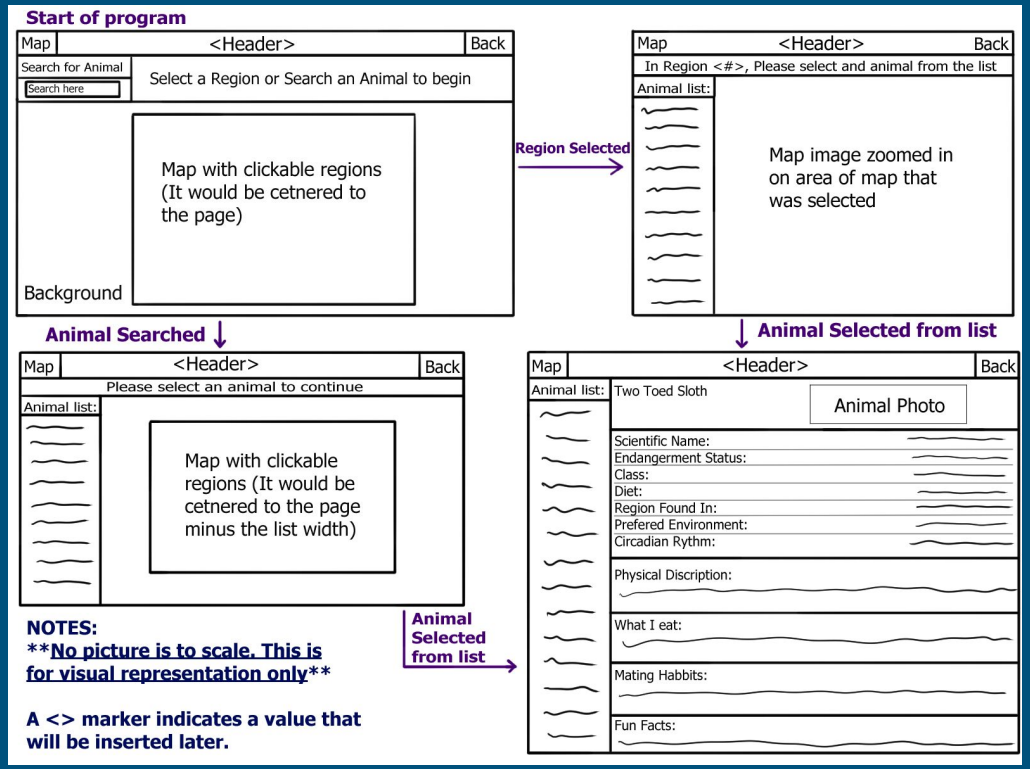
High Level Requirements

- The page should display a map with directions upon opening the application
- The user should be able to open the map and the map shall load a list of the animals in that region of the map.
- When an animal is selected from the list, it should display a new animal fact page with it’s fact and a photo.
- When the user selects the animal, the map shall zoom in to show where the animal is in the map.
- There shall be a search bar for the desired animal. Upon searching for one, the website should pull up every variety of the animal with that name.

State Diagram



Visual Mock-up Of User Experience



Rough Test Plan

- Given that there will be a database in addition to the website, our testing method will consist of a unit test which will cycle through the entire database and return positive for each entry if the information is successfully pulled and not null.
- This will be in addition to ensuring that each web page is functioning via thorough manual usage.
- The Map itself will be manually tested by loading it onto a mobile phone screen to ensure appropriate scaling.
- The search bar for the website will also be tested via an automated unit test to ensure it navigates to the appropriate animals.

Problems/Challenges

- Creating a resizable version of the map which allows the map to adjust to whatever screen size it is on.

- Researching and deciding which programming languages, applications, and IDEs to use that would work for this type of project.

- The separation of work of the same product which leads to wasted time.

Questions?

Comments or other feedback is also welcome.